TWERPS
By Sirius™

A.P.P.L.E.
21246 - 68th Avenue South
Kent, Washington 98032
(206) 872-2245

Sirius Software Presents:
TWERPS
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Sirius™

Other Products By
Sirius Software, Inc.

Beer Run: is a light-headed game of suspense. Can you catch the Artesians before the Guzzlers and Bouncers catch you? Enter the Sirius Building and find out!!!!

Joyport®: The Joyport allows expansion of the Apple game paddle port to support four Apple paddles (with all buttons) or two Atari-type joysticks. (The Joyport does not allow use of Atari-type paddles.)

Dark Forest: Three of your kingdoms' most valued treasures are missing and you must comb the countryside to recover them. An adventurous game of strategy and conquest for up to six players!

Hadron: Hadron is a wild chase through a speeding asteroid belt. Fabulous 3-D effects actually allow your ship to duck behind asteroids while following enemy space craft to their home base.

Phantoms Five: Phantoms Five simulates a fighter-bomber mission in real time, three dimensional color graphics. While you try to make your bombing run you have to fight off enemy aircraft as well. With five levels of play there is plenty of action for the novice as well as the advanced player.

Jellyfish: KILLER JELLYFISH ATTACKS NUCLEAR RECOVERY SUB! While trying to remove nuclear waste capsules from the ocean floor, the U.S.S. Dogstar was attacked by giant Jellyfish and vicious Octopuses. "When we shot them, they just broke up into smaller pieces, stated the ship's Captain. Scientists suspect that nuclear leakage is responsible for the incredible behavior of these usually docile sea creatures. Another sub, possibly Soviet, was sighted during the undersea mission."

Fly Wars: Long, long ago, in a garage far, far away, there existed an Insect War. A brave alliance of underground Spider Fighters had challenged the tyranny and oppression of the Raygunites. Armed with B.S. (bug spray) and aided by Black-hearted Beetles, the Fly Fighters have wiped out all of the Alliance Fighters but one . . .

Cyclod: Cyclod (sī'klŏd) n., pl. cyclods. 1. In Myopian legend, a cross between a clumsy mason and a one-eyed snake charmer. 2. In Ophidian legend, the name of one of three bug-eyed bricklighters known as Mascara, Glaucoma, and Cornea. 3. In Sirius legend, the video representation of a game wherein an eyeball fights snakes with bricks.
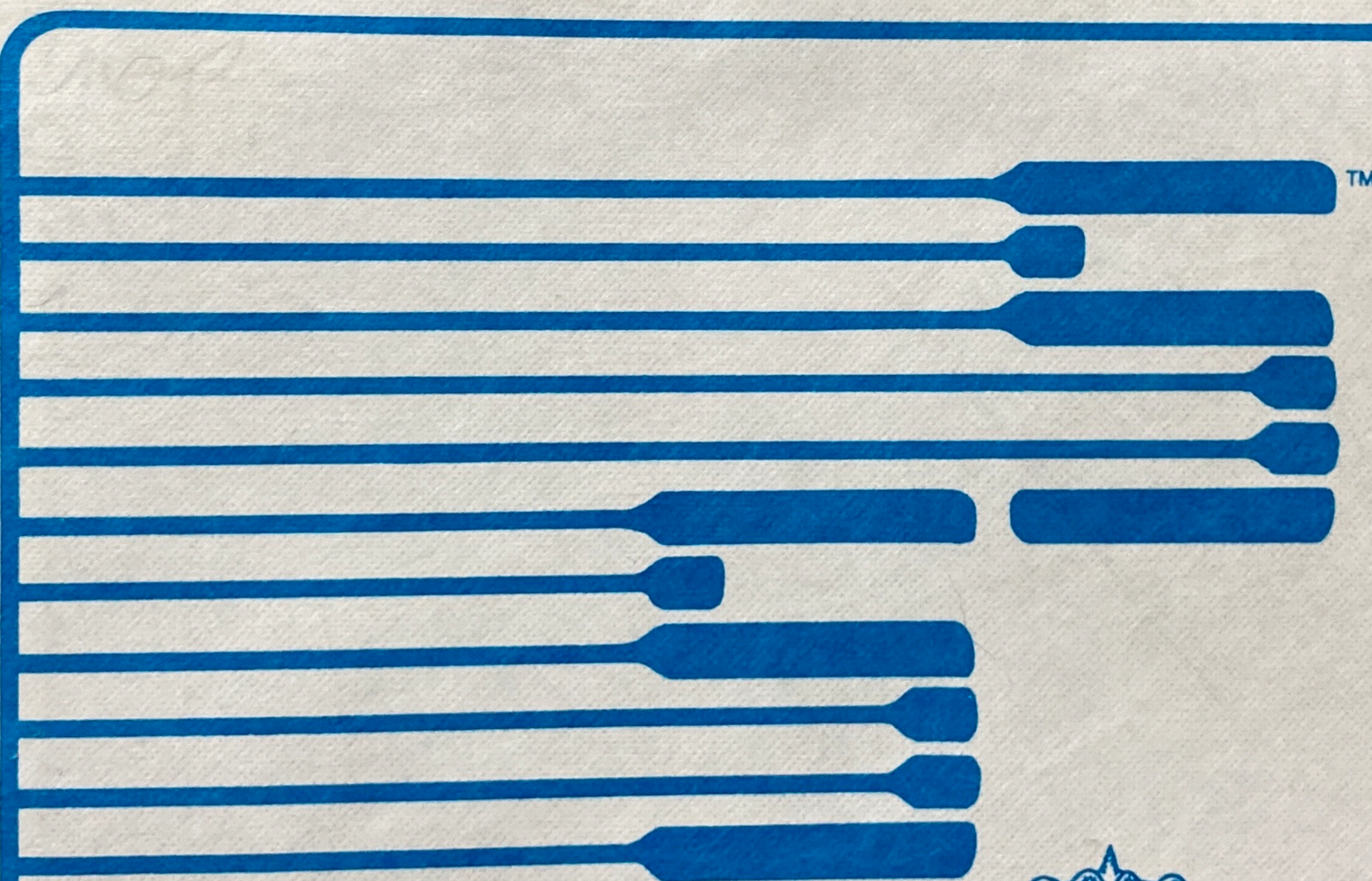
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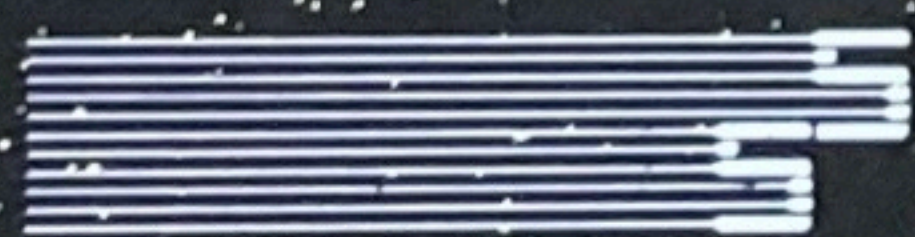
TWERPS

By Sirius ™

NOW! From the company that brought you Sneakers, Beer Run and a host of other blockbusters: "TWERPS!" Sirius does it again. Another whimsical, challenging game with a cast of top-starring characters. Meet Captain Twerp! Thrill at the shooting Orbiters! Be amazed by the swooping Glingas! Gasp in terror at the drooling Gleepnoks! A game you'll want to tell all your friends about.

Programmed By Dan Thompson
Assembly Language 48K

Requires An Apple II or Apple-II+ Computer With 48K
Boots Directly With Either 13 or 16 Sector Controller.

Twerps, Joyport Copyright © 1981 By Sirius Software, Inc.
All Rights Reserved
Apple II and Apple II+ Are Trademarks Of Apple Computer, Inc.
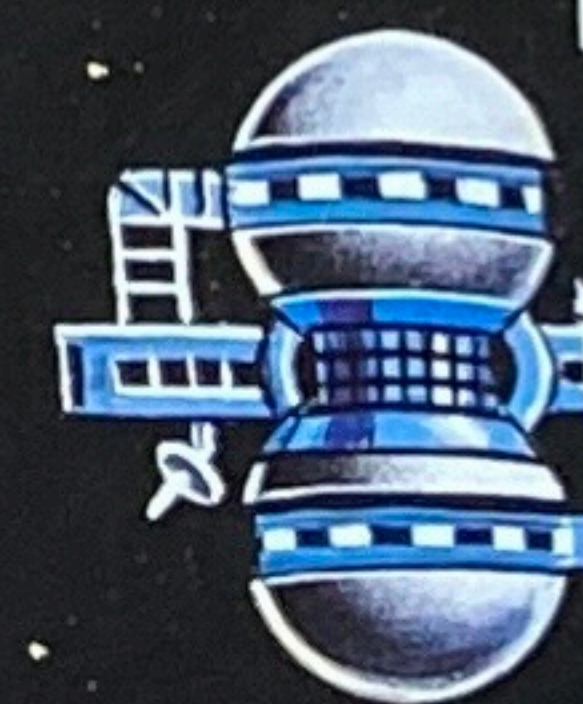Atari is a trademark of Atari, Inc.

Sirius Software, Inc., Sacramento, California

Compatible With Sirius Software's JOYPORT™

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Twerps

To Begin The Mission:
Insert the Twerps diskette in Drive #1 and boot as you normally would. Use the "SPACE BAR" to start the game, and select a control mode:

Keyboard Controls:
Twerps will automatically start up in the Keyboard Mode. To maneuver, use the following keys:

```
      ↖ ↑ ↗
      T Y U
    ← G H J →
      B N M
      ↙ ↓ ↘
```

The "H" key will keep your vehicle stationary. To return to the keyboard mode from any other control mode, press CTRL K. Use the SPACE KEY to fire.

Apple Paddles or Joystick Controls:
Press CTRL P to use the Apple paddles or Joystick. (This command is the same with or without the use of Sirius' Joyport.) Press CTRL V to change the axis of the joystick or to switch directions on the paddles. When using Apple paddles, one is used to control upward and downward movement and the other is used to control right and left movement.

Atari-type Joystick Controls:
Press SHIFT CTRL P to enable Atari-type joysticks *attached to a Sirius Software Joyport interface*. Make sure the switches are set correctly on the joyport.

Other Commands:
CTRL R followed by the number 1 through 8 will restart the game at the level of difficulty you wish to play. Use the ESC key to pause and restart. Press CTRL S for sound on/off toggle. Note: When the sound is turned off it may be recorded or amplified from the cassette output.

Fuel:
There is a fuel gauge in the upper portion of the screen. Fuel is a function of time only.

Orbiters:
You must shoot a flight path through the Orbiters and fly off the edge of the screen on your way to and from the asteroid. To shoot Orbiters while in the keyboard mode, press the SPACE BAR. To shoot when using paddles or joystick, press the FIRE BUTTON.

Landing:
Keep the Twerp-craft flying toward the left of the screen; the Twerp-craft will automatically begin to descend when you are directly over the asteroid. You must then guide the Twerp-craft onto the asteroid's blinking landing pad. At this point, you will need to engage the Twerp-craft's thrust force to avoid crashing into the asteroid's mountains. If you are in the keyboard mode, press the REPEAT key in conjunction with the SPACE BAR. If you are using paddles or joystick, keep the FIRE BUTTON depressed. When you have landed safely, Captain Twerp will be transferred into the Twerp-mobile which will then zip off to the craters.

Gathering Twerps:
When you reach a crater with a Twerp in it (you can tell by the "feelers" sticking out), you can pick it up by pressing the SPACE BAR or FIRE BUTTON. Once you've rescued a Twerp, it will attach itself to you, and soon Captain Twerp will have a whole string of Twerps following him around. Be careful, the asteroid's sneaky inhabitants may snatch up the last Twerp in line at any moment.

Glingas and Gleepnoks:
Glingas are playful birds that swoop up Twerps and drop them back into empty craters. They don't eliminate Twerps, but they waste your time and fuel! Gleepnoks are giant drooling mouths that EAT Twerps. If they eat Captain Twerp, you will have to start back at the Mother Ship. You cannot destroy Glingas or Gleepnoks, but you can escape them. Simply rush to the nearest unoccupied crater and hide inside it by pressing the SPACE BAR or FIRE BUTTON. To return to the surface, push the SPACE BAR or FIRE BUTTON and you will pop out of an empty crater.

Leaving The Asteroid:
To leave, go back to your Twerp-craft in the extreme lower left corner of the screen and press the SPACE BAR or FIRE BUTTON once to re-enter. You can leave the asteroid at any time, but you will get more points if you pick up all the Twerps. The Twerp-craft will automatically blast off the asteroid and travel towards the Mother Ship — and more Orbiters! You must blast a path through the Orbiters, fly through it, and deliver the rescued Twerps to the Mother Ship before getting refueled for another mission.

Scoring:
Each time you hit an Orbiter you gain 4 points. For each Twerp you bring back to the Mother Ship, you gain 15 points, and for each Twerp you leave behind, you are docked 20 points. You also receive extra points for any remaining fuel. You are allowed three Captain Twerps per game, but if you run out of fuel the game is over.

Good luck on your mission.

Important:
This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment 2) there is bad RAM in the Apple 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. (We test all of our products prior to shipment; however, a duplicate of the game is on the backside of the disk just in case.)

Software Replacement Policy: Sirius Software, Inc. will repl~~...~~ ~~...~~ within the United States and ~~...~~ disk must be returned for replacement.

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Space Eggs: It will crack you up! This is a terrific arcade game that will have you hatching little spiders, wolves, lips and fuzzballs. Your problem is dealing with your creations. Each package includes a multi-color T-shirt iron-on that says, "I FRIED THE SPACE EGGS."

Orbitron: This game places you in the center of an orbiting space station protected by a revolving force shield. The object is to fight off enemy forces which attempt to place killer satellites in orbit around your station. And look out for the meteor showers!

Gamma Goblins: A "Bloody" good game for the true-blue game freak. A real heart stopper! Your mission is an exploratory operation (code name BLUE). Your purpose is to deliver whole blood to Hemophilia, a city in the sky, and return to the Anemia base. This is an arcade game with great challenge and incredible variety.

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Audex: Audex is a collection of powerful utility programs that allow you to create sounds then shape them, edit them and play them back in your own Applesoft or Assembly language programs. A user manual is provided that includes many programming examples and complete instructions for using all the utility programs.

Minotaur: In ancient Greece, the King of Crete built a Labyrinth to contain Minotaur, the ferocious offspring of his wife with a bull. Theseus slew Minotaur and stopped the tribute of human sacrifices. Now you have a chance to take Theseus' place and re-live this classic story. Fight against Charon, the Momus, Dragons, Furies and other frightful creatures. Helping you will be Virgins, Wings and Elixer.

Kabul Spy: To: Kabul Spy From: S.S. HQ Mission: Find Professor Paul Eisenstadt — Captured in May of 1981, he is being held by the KGB somewhere in Northern Afghanistan. You will be given: a money belt, 300 Rubles, a small pistol, a sharp knife and . . . a cyanide pill. We will help you if we can. Caution advised.

Copts and Robbers: While searching for the tomb of the Pharoah Tuttut, you have accidentally fallen into a pit. On the wall a sign reads, "Those who came before you came to rob me; they all died. You will be trapped here for eternity unless you return the four jewels and the vase to the vault room."

Snake Byte: What has 48K BYTES and is addictive? SNAKE BYTE! A game that works like a charm. A tale of Perilous Purple Plums that's ahead of its time. A game you can sink your teeth into. An antidote for boredom. Snake Byte. Fangs alot, Sirius Software.

Twerps: Sirius does it again! Another whimsical, challenging game with a cast of top-starring characters. Meet Captain Twerp! Thrill at the shooting Orbiters! Be amazed by the swooping Glingas! Gasp in terror at the drooling Gleepnoks! A game you'll really want to tell all your friends about.

Computer Foosball: Now you can play Foosball in your pajamas! No more dressing up and braving the elements to get your kicks in a smoky, noisy arcade. Now, you and up to three of your friends can play Foosball at home. Divide into Grud and Robot teams and bash the ball around the screen. Have a Foosball slumber party. Save money on gas. Save money on drinks. Save money on clothes. Computer Foosball. We care about your comfort.

Borg: DERANGED GRUD TERRORIZES COUNTRYSIDE. Protected by Borg, the invincible Drageroo, and a notorious bank of dragons, the infamous Grud has surrounded his hide-out with electrified vaults. Can no one crack the code and rid us of this menace? — Sirius Press Service, Grudonia

Outpost: Logsheet — Wednesday: I am still alone and unarmed in the space outpost, and I am under attack by the Kamicosmic-Gruds. They know about the base pulsion unit and the meteor shield to fight them, but they know about the base corners where no shield exists. Must end quickly, I hear exploding torpedos . . .

Pulsar II: An exciting unique two-game series that provides an incredible variety of play options. Each game part has eight levels of play and score can be transferred between the two. The object of the first part, "Pulsar," is to destroy the spinning shields around the pulsar and destroy it. The second part, "Wormwall," places you in one of the strangest mazes ever created.

Gorgon: The earth has entered a time warp . . . and the battle has just begun. Strange creatures are appearing and some have been reported stealing people from the surface of the earth. As a fighter pilot you must defend the planet by destroying these creatures and saving the people who have been carried away.

Autobahn: Have you ever wanted to drive at 120, 160, or even 200 kilometers per hour? The Autobahn is the only place to travel that fast. This arcade game provides driving excitement through heavy traffic, puddles, dark tunnels (with headlights), and even includes an occasional fire truck to avoid.

E-Z Draw 3.3: The professional's tool for developing graphics images on the Apple II. Now including the Higher Text character generator by Ron and Darrel Aldrich and 20 different and imaginative font styles. Written by Jerry Jewell and Nasir Gebelli.

The Pascal Graphics Editor: A complete editing package for creating fonts, pictures, and partial images within the Apple Pascal environment. Includes powerful utilities for use in your own programs for drawing ellipses, triangles, parallelograms, moving or saving blocks and saving and loading of pictures to disk or to an array. This package is for the professional who needs advanced editing of graphics and the ability to define character sets of various styles and sizes.

Epoch: Explosive fast action with new 3-D effects. Complete with high speed docking and a time warp that is sure to give you vertigo. Playable with game paddles or joy stick.

Sneakers: Get ready for unending variety and fun as you stomp the Sneakers, Saucers, Fangs, H-Wings, Meteors, Scrambles, and Scrubs. Sneakers offers five levels of difficulty and awards bonus points to perfect players. Written by Mark Turmell.

Contact Your Local Computer Dealer For More Information